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Tamagotchi Square

translated v-pet instructions!

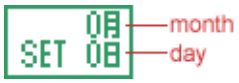
1. Before you raise a Santaclautchi

[1] Remove the battery tab.

With a beep, Santa's house will appear

[2] Reset the unit.
Using a thin object, press the reset button on the back. You will hear a beep.
*When pushing the reset switch, do not press too hard.

[3] Set the date and time
First, set the date. Press the B button to bring up the date adjust screen. With the A button select the month and with the B button, select the day. Press C to finish.



Next, set the time. Press the B button again and this time the time adjust screen will appear. Use the A button to select the hour and the B button to select the minutes. Press C to finish.
Finally, press the B button to take you back to the screen showing Santa's house.
(Please see section 9 for further information on the date/time adjust screen)

[4] In about 5 minutes, Santaclautchi will appear!
* If you do not set the date and time, Santaclautchi will not appear
* Until Santaclautchi does appear, you cannot use any of the functions except for the date/time adjust and reset button.

2. Santaclautchi arrives!

When Santaclautchi's attention icon lights up and he beeps, it means he wants something. Use the 'needs' icons to give him what he wants. Be sure to give him what he asks for or Santaclautchi will get mad and return to his house!When you need to give him something...

A button -> to cycle through the icons B button -> to select C button -> to cancel

When you want to know what Santaclautchi is asking for, have a look at his 'check meter'.

3. The 'needs' icons

* When Santaclautchi gets mad and returns to his house, you cannot use any of the icons.

Check Meter

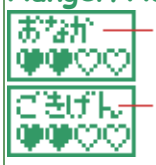
Use the A button to select the icon and use the B button to open the Check Meter. From here you can use the A button to see the 'Status' and 'Stock' screens. Within the 'Status' and 'Stock' sections, use the B button to see Santaclautchi's condition. Use the C button to return to the Santaclautchi screen.

[Status] Press the A button to see Santaclautchi's current condition. Use the B button to cycle through each 'status' screen.

Age/Weight

Here you can check on Santa's growth. If Santa's weight increases too much, he will become shy and easily intimidated so be careful about it. To get him to lose weight, play the Chimney Game.

Hunger/Happiness



There are 4 hearts for each indicator. When all the hearts are black, Santaclautchi is content. When he is hungry, he'll activate his attention icon to ask for food.

Santarashisa -> {Could be translated as Santa-ness, Santa-osity... basically, how much like Santa is he}

In the beginning this meter will be empty. As Santaclautchi gets each of his 4 main items (please see section 4), each bell will get filled. If you increase his Santarashisa, maybe something good might happen...

Distance

This meter shows how far Santaclautchi is from all his tamagotchi friends who are waiting for him. If you fill the bar, you've reached your goal!

[Stock] Use the A or B button to see how much meat pie and cake Santaclautchi has in his stocks. He can only have up to 4 of each at a time.

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Tamagotchi Square

translated v-pet instructions!

Chimney Game

Selecting the mark will start the 'Chimney Game'! Use the A button to choose a chimney. Press the B button and Santaclautchi will enter the selected chimney. If he finds a sleeping tamagotchi character, success! One heart in his happiness meter will be filled. But if he gets lazy and emerges covered in soot...failure. Try again! Until you press the C button to cancel, the game will continue.

*It is possible that Santaclautchi will receive items while playing the chimney game. Use the icon to use items.

Items

It is possible to let Santaclautchi use the items he receives. Select the icon to go to the item select screen. Using the A button, choose an item. Then use the B button to give the item to Santaclautchi who will make either a hat or clothing from it. It's fun to see what he will make next! (for more info on items, see section 4).

There will also be times when Santaclautchi is being shy and timid. When he's like this, select and enter the icon and you will be able to send Santaclautchi a letter to cheer him up. If you just let him sit and sulk, he will get mad and return to his house, so pay attention.

Super Kuchipatchi

Sometimes Santaclautchi won't feel like being 'Santa' and will selfishly leave the screen. When he does this, use the icon to call Super Kuchipatchi who will bring Santaclautchi back for you. Santaclautchi will apologize and the screen will return back to normal

* When Santaclautchi is being selfish, you won't see anything on the screen

Event Calender

The takes you to the Event Calender which shows the date and a window that can be opened only once a day. Use the B button to open the window and recieve an item. * Once you've opened the window, you cannot open it again until the next day * To use the item you find here, use the icon

Tamagotchi Monitor

This icon lets you see the status of the Tamagotchi's waiting for Santaclautchi. Get those presents delivered before Oyajitchi gets tired of waiting!

Attention Icon

When Santaclautchi calls you, this icon will light up.

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4. Use items and transform!

The icon takes you to the item screen where you can give Santaclautchi an item to use. For example, with the ball of yarn...

And Santaclautchi will transform with the item he used! If you've raised your Santaclautchi well, he will be able to create the 4 main Santaclautchi items:

The items you can find and use:

* you can carry up to 7 items at a time
* once you use an item, it is removed from your item list {note: you will find more than one of each item}
* bells that are filled on your Santarashisa meter will not empty again

5. How to raise a good Santaclautchi?

To ensure that the Tamagotchi waiting for Santaclautchi doesn't turn into the angry, impatient Oyajitchi, Make sure that the 'distance' meter is filled up. The 'distance' meter will slowly fill up as Santaclautchi walks {note: Santaclautchi is *not* a pedometer pet - I think they're simply referring to Santaclautchi pacing back and forth across the screen}. When he's being shy and sulky, the meter won't fill so be sure to quickly send a letter to him to cheer him up and get him walking again. If you can get the 4 main items, your Santaclautchi will be complete.
*It takes about 2 weeks for your waiting tamagotchi to turn into the Oyajitchi
*If you can fill the 'Santarashisa' meter, you will see a Santaclautchi that's different than usual
*You can continue playing even after the presents have been delivered to the tamagotchi's. Try to get all the items you didn't get before!

Santaclautchi returned to his house...

If you ignore Santaclautchi's attention icon or let him sulk without sending him a letter, he will get mad and return to his house. Press the A and C buttons simultaneously to start over again. This time look after him properly, ok?

Growth Chart

{Note: This isn't so much a growth chart as a chart of transformation possibilities based on the items that can be found and the various things that can be made with each item.}